

SURVEILLANCE STANDARD 11

OPERATION OF GAMING ESTABLISHMENTS

REGULATION 5.160 SURVEILLANCE SYSTEMS

NEW SURVEILLANCE STANDARD 11 FOR NONRESTRICTED LICENSEES

PURPOSE OF AMENDMENTS: To establish the standards that will be applicable to digital video recordings when they are used in surveillance systems by nonrestricted licensees as required by or provided for within any published surveillance standard, and Nevada Gaming Commission Regulation 5.160: to take such additional action as may be necessary and proper to effectuate these stated purposes.

STANDARD 11

DIGITAL VIDEO RECORDING STANDARDS (Draft Date: 03/08/05)

1. As used herein, a "digital video recording" (DVR) shall mean: "visual images of the natural world converted into numbers and stored on tape, digital video disk, or other storage medium, for later reproduction."
2. All DVR equipment and systems used by a licensee in their surveillance system to comply with the requirements of the Surveillance Standards, shall:
 - a. Be capable of recording and thereafter, being viewed, at a minimum of 30 images per second, full screen, in real time.
 - b. Have visual resolution of sufficient clarity to meet all published Surveillance Standards.
 - c. Maintain for a period of not less than seven (7) days, all images obtained from the video cameras.
 - d. Have a failure notification system that provides an audible, as well as a visual notification of any failure in the surveillance system or the DVR media storage system.
 - e. Have a media storage system that is configured so that a failure of any single component will not result in the loss of any data from the media storage system.
 - f. For areas where gaming is conducted, cameras not specifically addressed by the surveillance standards must provide a minimum of seven and one half (7.5), full screen frames per second.
3. Any part of a Category "A," "B," or "C" licensee's surveillance system that uses a DVR, must not have more than 8 cameras required by the published surveillance standards in the first stage of concentration, unless the licensee has

a fault tolerant or redundant system so there is no loss of data in the event of a failure of a single first stage of concentration.

4. Access, or the ability to access, a surveillance system using DVR's, from any location outside of the surveillance room, must be disclosed in a quarterly report filed with the Enforcement Division of the Gaming Control Board which sets forth the location and to whom access is being provided, other than surveillance personnel and key employees, and certifies that the transmission is encrypted, fire walled on both ends and password protected.

5. All digital video disks or other storage media produced from the DVR system must contain the data with the time and date it was recorded superimposed, the media player that has the software necessary to view the DVR images, as well as a video verification encryption code (also known as a watermark).

6. A video verification encryption code (watermark), must be submitted to the Gaming Control Board, at no cost to the Board, before the Board's inspection and approval of the DVR system.

7. Any failure of a DVR storage media system, must be repaired or replaced within 8 hours of the failure.

8. All DVR equipment must be located in the surveillance room of Category "A" and "B" licensees, and the secure location required of Category "C" and "D" licensees by Surveillance Standard 2.010(2), and the Surveillance Department shall be ultimately responsible for its proper operation and maintenance.

9. A licensee shall immediately provide written notification to the Enforcement Division if any portion of their surveillance system is changed from an analog to a DVR format, setting forth what the change will be, when the change will occur, and how the change will affect their surveillance system as a whole.

10. The board chairman in his sole discretion may waive one or more of the requirements of this section upon good cause shown.

11. This section shall become effective November 23, 2005.